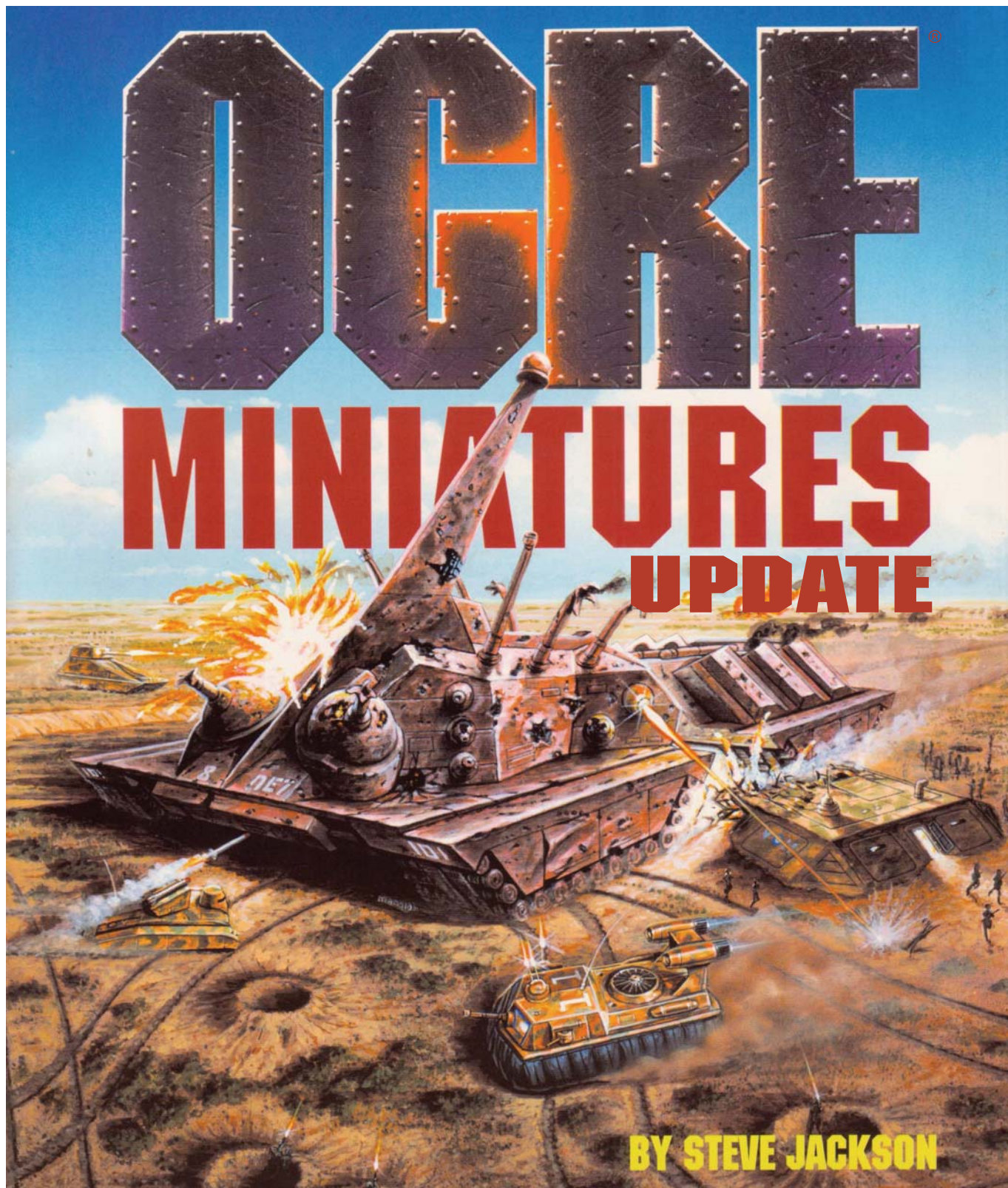




STEVE JACKSON GAMES

Stock #37-5002

Version 1.0 – October 2008



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INTRODUCTION

The *Ogre Miniatures* rulebook remained out of print for entirely too long, considering that it won an Origins Award.

We always intended to create a second edition, and in fact the revised text was largely completed. But time kept marching on, and *Ogre Miniatures* was a difficult release for us the first time, even with Ral Partha helping, large-scene miniatures photography, and printing color photos, are outside the bounds of what we usually do.

So rather than keep saying “Steve’s working on it,” we are releasing a PDF of the original rulebook, supplemented by the accumulated errata, addenda, and FAQ, as well as material (notably the Vulcan) that has never seen print at all. Also included are the new and improved *Ogre Miniatures Lite*, as well as *Ogre* record cards (which originally appeared on the miniatures boxes).

This booklet contains only the errata, addenda, FAQ, and record cards. You can purchase the complete rulebook PDF through e23.sjgames.com.

A LIVING SYSTEM

More than 30 years after it was first released, *Ogre* is still a living system. It has an active user base, and development continues. We are now working on the 6th Edition of the boardgame version, which will consolidate the *Ogre* and *G.E.V.* rules.

A big advantage of PDF releases is that they can be updated at need. Therefore, the “Version 1.1” of *Ogre Miniatures* includes four sections that are being considered for revision right now. Your playtest comments on the *Ogre* forums will be read and taken into account.

- *The Ogre Mark VII*. This is an “imaginary” unit. At least, officially it’s imaginary. Was a prototype built, and the records conveniently lost? Or, in your own world, the Manila Accords might not have been signed, and the Mark VII might have gone into regular production. A

description for a Mark VII was given in *GURPS Ogre*, but – thanks in part to your comments – we no longer believe that configuration was viable. The Mark VII design described on pp. 69-70 represents an entirely different design philosophy: a purpose-built “Ogre-killer” unit. The forum comment thread for the Mark VII is titled *Ogre Minis Revision Issue: Mark VII*, and is located at forums.sjgames.com/showthread.php?t=37060.

- *The Ogre Ninja*. This miniature unit has just been released as an exclusive Warehouse 23 product. Find it at: www.warehouse23.com/item.html?id=SJG10-0108.

Rules have been published, but we didn’t think they made the Ninja quite nasty enough. You will find both the original rules and our current proposed addition on p. 67. The forum comment thread for the Ninja is titled *Ogre Minis Revision Issue: Ninja*, and is located at forums.sjgames.com/showthread.php?t=38441.

- *The Light Artillery Drone*. This miniature unit was released as Combine Set 10. We think the originally presented rules have room for improvement. You will find both the original rules and our current revised draft on pp. 70-71. The forum comment thread for the LAD is titled *Ogre Minis Revision Issue: LADs*, and is located at forums.sjgames.com/showthread.php?t=36818.

SUPERHEAVY TANK



- *The Superheavy Tank*. This is a manned unit – but it is much bigger than standard armor units, and has two guns. The original rules treated it as an armor unit, but an argument can be made for giving it an Ogre-style record sheet and allowing it to take multiple hits. Alternative rules are found on p. 74. The forum comment thread for the Superheavy is titled *Ogre Minis Revision Issue: Partial Damage for SHVY*, and is located at forums.sjgames.com/showthread.php?t=37016.

www.sjgames.com/ogre

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ERRATA, ADDENDA, AND FAQ

This is the current errata and FAQ for the first (1992) edition of *Ogre Miniatures*, plus a great deal of new material. These 10 pages are available as a separate file, free, from e23. They are also included as part of the 2008 PDF edition of *Ogre Miniatures*. This PDF edition is built around a scan of the first edition. Since it is a searchable scan rather than a new layout, the only way to add new material is in a separate section, but indicators have been added to the margins of the scanned pages to alert the reader to updated material, and the *Contents* on p. 2A of the book have been replaced with a new version that includes topics in this update.

CREDITS

Add T.J. Jensen to the list of playtesters. Denis Loubet designed the cover logo.

PAGE 4

We still appreciate seeing your color pictures of *Ogre* armies or individual units, and we sometimes ask the photographer's permission to post them (with credit!) on our site . . . but modern digital cameras make good photography so widespread that we're no longer offering to buy photos. Sorry about that.

We would be delighted to see new scenario and art submissions. If you need to write to us, our ZIP code is actually 78760. However, we now prefer to receive submissions electronically, and our guidelines are posted on the Web:

Writers must read:

[www.sjgames.com/general/guidelines/authors/
card-board.html](http://www.sjgames.com/general/guidelines/authors/card-board.html).

Artists must read:

www.sjgames.com/general/guidelines/artists/.

Thank you!

PAGE 4

In fact, the scale of the miniatures is intended to be 1/300 rather than 1/285, for all that distinction may be worth when applied to fictional units.

PAGE 8

Add a new heading at the end of *Point Value*:

VPs FOR DAMAGE AND CAPTURE

When enemy Ogres are damaged, but not destroyed, victory points are scored for destroying Ogre weapons and tread units, as follows:

- Main Battery: 8 points
- Secondary Battery: 4 points
- Missile (destroyed or fired): 1 point
- Missile Rack: 6 points
- Antipersonnel: 1 point
- Treads: 1 point per tread unit

The points gained from destroying parts of an Ogre may never exceed the VP value of the original, intact Ogre.

Note that some scenarios may place a higher or lower value on specific Ogre systems and weapons, depending on the tactical situation.

Note also that players may score points for enemy armor units which are immobilized or stuck in areas they control at the end of the game . . . these count as being captured! Enemy HVYs and SHVYs stuck in swamp at the end of a scenario count as double their point value. Some scenarios may offer other ways to capture enemy units; it need not be assumed that every soldier will fight to the death.

PAGE 10

For game balance, the point cost of the Fencer should be 125. It starts the game with a move of 6".

A variant Fencer is the upgunned Fencer-B, which has two *main* batteries in its turret. A Fencer-B is worth 150 points.

PAGE 10

The first paragraph under *Ogre Mark III* should end with the sentence "It starts the game with 45 tread units and a move of 6"."

PAGE 10

The first paragraph under *Ogre Mark III-B* should end with the sentence “It starts the game with 48 tread units and a move of 6”.

PAGE 10

The first paragraph under *Ogre Mark V* should end with the phrase “and a move of 6”.

PAGE 11

The Ninja miniature was released in 2003, but it’s so stealthy that you can’t see it.

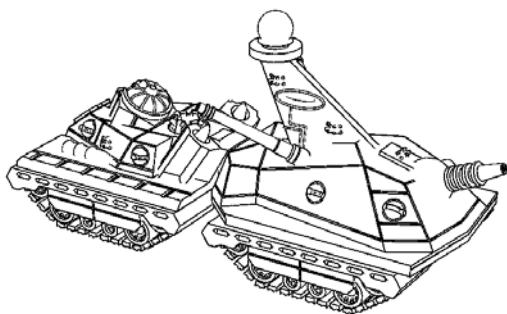
Not buying that? All right, try this: the Ninja was sculpted in 2003, but only now, to go with the release of this edition of *Ogre Miniatures*, is it available. It’s a Warehouse 23 exclusive; you can find it at:

www.warehouse23.com/item.html?id=SJG10-0108

Ninjas have been accompanied on missions by a variety of drones: recon, security, and simple distraction. None of these are very large, but some might be dangerous. The GM is encouraged to be creative.

Add another advantage for the Ninja:

“Units cannot combine fire against the Ninja unless they are attacking from an adjacent hex. Units farther away must take their shots individually.”



PAGE 11

Replace the entire Mk. VI description with:

OGRE MARK VI

Points: 250

The biggest war machine ever built by the Combine, the Mark VI dwarfed previous Ogres. It carried three main batteries, three secondary batteries, 16 antipersonnel guns, six external missiles, and three missile racks (with 12 internal missiles). It starts the game with 72 tread units and a move of 6”.

The Mk. VI was designed to be a terror to all who encountered it – infantry, armor, and even other cyber-tanks. It was never produced in large numbers, and the

OGRE MINIATURES

designers suspected that they had reached the point of diminishing returns in terms of the optimum number of weapons to load onto any one platform. Still, it performed admirably whenever it saw combat.

PAGE 11

Add a new section:

OGRE VULCAN

Points: 150 or more, by scenario

The Vulcan repair and recovery cybertank was the Combine’s solution to the logistic problem of delivering an Ogre quickly. An Ogre could be shipped in modules, sea-freighted or even airdropped, and assembled in the field. But there were some places where human assembly crews couldn’t go . . .

The Vulcan was built on a Mk. III-B chassis, with huge three-fingered manipulator arms replacing the main batteries. For purposes of size and ramming, treat it as a Mark III.

The Vulcan was not intended for combat at all. The original design was unarmed, but the generals – and the self-aware Ogres already in existence – insisted on some self-defense capability in case of surprises. However, all it has are two secondary batteries and six AP guns.

The manipulator arms are intimidating, but they are not effective weapons against anything faster or better armored than a human being. Each arm may be targeted separately, and has D2.

Each Vulcan carried a dozen small drones for maintenance and assembly work. Usually a Vulcan would be accompanied by one to four heavy maintenance drones . . . basically, a Heavy Tank chassis with a single large manipulator arm, which the Vulcan could use as one if its own.

Lighter than a Mark III, but built on the improved III-B chassis, it was significantly faster: It starts with a move of 8”. It has 48 movement points.

The Vulcans were all self-aware, and they also knew perfectly well that they were scarce and hard to replace. Therefore, they exhibited even more caution than other self-aware units.

Vulcans also got along better with humans than did most Ogres. The Vulcans worked closely with human techs, considered “their” crews to be valuable assets, and went to surprising and ingenious lengths to protect them. And, while many Ogres displayed a warrior’s frightening sense of humor, Vulcan humor tended to be actually funny, even silly. How much of this was “real” is anyone’s guess, but the result was that experienced tech crews could work efficiently, and even comfortably, with Vulcans, and Vulcans often became unofficial liaisons between human and Ogre elements.

CARGO CAPACITY

The Vulcan has enough internal cargo space to carry a dozen Ogre missiles, or two squads of battlesuited infantry if they're not claustrophobic, or six palleted LADs, or an equivalent load. This storage space will survive as long as the Ogre does. The Vulcan's top cargo area can carry a unit or units totaling Size 4, or four battlesuit squads, or 12 palleted LADs, or two dozen Ogre missiles, but these are exposed. Armor units will be exposed to spillover fire from anything that hits the Vulcan. Palleted items, missiles, and so on will simply be destroyed if the Vulcan is hit.

The Vulcan can also carry a payload of a single specially "palletized" Gremlin LGEV and launch it while the Vulcan continues normal movement, if it's on the road or clear terrain. The Gremlin moves 2" from the drop point on the turn it is dropped, and has normal movement thereafter. Alternatively, a Vulcan can carry two Gremlins with fins detached, to be unloaded and set up in one turn each by the Vulcan's drones. This capability didn't see much use, because tactically there was usually something more useful to the Vulcan's mission than a fast recon unit . . . or, if fast recon was needed, it wasn't worth hazarding a Vulcan to transport it.

The rear cargo area is accessed by a retractable ramp, useful in vehicle recovery.

MAINTENANCE, CONSTRUCTION, AND ASSEMBLY

The list below is not exhaustive; it covers the commonest jobs a Vulcan might be given, but referees should extrapolate from this to set logical times for anything that a Vulcan could reasonably do.

These times assume "three arms" – an undamaged Vulcan assisted by a single heavy drone. Scale up proportionately if the Vulcan has more heavy drones – it can control up to four – and scale down if the Vulcan has no drone or has lost an arm. Combat Engineers or skilled human techs could also assist a Vulcan, but that is best left for a refereed situation.

- For anything that Combat Engineers could do, a Vulcan with a full complement of light drones is the equivalent of four squads. Each Heavy Drone adds another two squads.

- To reload an Ogre exterior missile tube, if the missile is available: one turn. A missile can only be reloaded if it was fired normally; if it was destroyed, its launching tube is gone.

- To reload an Ogre interior missile bay: Two turns to open and prep it, then one turn per missile, then one turn to close the bay. The missiles cannot fire until the bay is closed.

- To secure a damaged armor unit in the field and winch it onto the top cargo area: two turns.

- To unload all palleted cargo from either the top or interior: two turns. A drone is necessary in order to remove cargo from the interior, and having extra drones won't speed the task.

- To assemble an Ogre from its modular parts:

Mark II – four turns.

Mark III – 10 turns.

Mark IV or V – 20 turns.

Vulcan or Ninja – 24 turns

Mark VI units were never delivered in modular form. Vulcans were, but were almost always delivered to safe areas for assembly. They were too scarce to drop into a potential combat zone unless a great deal was at stake.

FIELD REPAIR

Repairing actual damage to an Ogre took considerably longer. The times below assume that replacement parts are at hand. Replacements may be salvage from other Ogres, but it will take at least twice the time to remove them from the old Ogre than it does to install them on the new one . . . and the GM may set scenario conditions that make the salvage take much longer.

- Tread units: Roll one die per tread unit for the number of *minutes* the task will take. A turn is four minutes.

- Secondary batteries: Roll a die. On a 1, the nearby hull damage is too great for the gun to be replaced. Otherwise, multiply the die result by 15 for the number of turns that will be required.

- Main batteries: Roll a die. On a 1 or 2, the nearby hull damage is too great for the gun to be replaced in the field. Otherwise, multiply the die result by 15 for the number of turns that will be required.

- Exterior missile tubes and missile racks cannot be repaired in the field in a reasonable time frame.

POINT VALUE

A Vulcan cost more than a Mark V did, so it should be worth at least 150 points. The exact cost could vary by scenario. There is no reason to include a Vulcan in a scenario unless the proper use of its special abilities can spell the difference between victory and defeat.

VULCAN HEAVY DRONES

Vulcan heavy drones have no attack ability, and move and defend as Heavy Tanks. A heavy drone can pick up and carry one cargo pallet across its prow. Picking it up or putting it down takes one turn.

Without a Vulcan to command it, a heavy drone is merely a medium-sized construction crane that can accept voice commands. They are capable of great precision, but have no common sense, let alone intelligence. For heavy Combat Engineer work, such as creating revetments, an unaccompanied drone is worth two CE squads, but only if at least one CE squad is available to supervise each drone.

Drones cost 16 points each. This reflects not their combat value, which is almost nil, but their scarcity and the fact that they act as a “force multiplier” for the Vulcan.

VULCAN COMBAT DRONES

Although the Vulcan wasn’t intended to control vehicles in combat, its multiple drone-control channels *could* be used to communicate with the onboard computer systems of a regular armor unit. Those systems, unaided, will allow an armor unit to move intelligently over short distances, and to attack at half strength; that’s why disabled units defend normally and attack at half strength while the crew recovers.

With a Vulcan in the loop, an armor unit can become, in essence, a combat drone, and operate normally with no crew at all. Humans are used for crew not because they are better, but because they are far cheaper than combat-capable AI systems! Each such unit takes one of the Vulcan’s four heavy-drone slots.

In some scenarios, a Vulcan may be able to field-repair and operate an abandoned, or even a “destroyed,” unit.

DUCKLING DRONES

If the Vulcan is not trying to do any more with a controlled unit than keep it nearby and drive it along, it may have up to four units of any type in each drone control “channel.” So a Vulcan might be followed by up to 16 “ducklings,” all within 1” of the Vulcan. Of course, not being at all stupid, the Vulcan would probably put the ducklings in front if the area were not secured.

In a combat situation, the “ducklings” fight at half strength. They must either stay within an inch of the Vulcan or stop moving completely, in which case they are considered disabled. (Of course, if there is a live crew aboard, it can take over.)

In most surprise combat situations, a Vulcan with ducklings would simply take full control of the most useful and drop the others to fend for themselves as disabled units.

PAGE 11

Add a new section:

OGRE MARK VII

Points: unknown!

When the Mark VI was in early production, Combine engineers began working on plans for the Mark VII. It was designed as an Ogre-killer, with main weapon systems that would let it get the first strike on any lesser cybertank.

Many thought the VII would be a bad idea; it would be big enough and expensive enough that the enemy might justify the expense of using a strategic nuclear missile on it – or several. Similar arguments had been made about the Mark VI, and this fear was rarely realized . . . but the huge Mk. VII was both a bigger and a slower target.

Plans were completed for the Mk. VII and templates created. However, official Combine records indicate that no prototypes were produced before the Manila Accord ended the Last War.

OGRE MARK VII RECORD SHEET

12 Missiles (Attack 6, Range 11”, Defense 3)

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2 Howitzers (Attack 6, Range 9”, Defense 3)

○ ○

4 Main Battery (Attack 4, Range 7”, Defense 4)

○ ○ ○ ○

8 Secondary Battery (Attack 3, Range 5”, Defense 3)

○ ○ ○ ○ ○ ○ ○ ○

24 Antipersonnel (Attack 1, Range 2”, Defense 1)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

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96 Tread Units: Movement starts at 4”

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○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (Movement drops to 1”)

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○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ (Movement drops to 0)

The Ogre Mark VII's central weapon system would have been two howitzer-type missile cannon. Its other weaponry would have been four standard Ogre "main batteries," 8 secondary batteries, 24 antipersonnel batteries, and 12 external missiles. 24 reloads for the external missiles would have been carried internally; reload would have been accomplished, out of combat, by a drone unit carried by the Mark VII.

Thanks to superior electronics, all weapons on the VII except AP would have two special bonuses:

- An extra 2" of range, if the VII takes a -1 die roll penalty on the attack.
- +1 when rolling to defend against cruise missile attack.

Top speed would only have been about 60 mph (4"), with 96 tread units.

The Ogre Mark VII would have been a Size 10 unit (ram effects as for a Size 9). It would have taken a ST 50 bridge to hold it.

The Mk. VII has not been sufficiently tested on a miniatures table to assign a point value – it must be at least 350, despite its slow speed.

MARK VII RELOAD DRONE

Assume it has D2, moves as a Light Tank, and has no combat value. Deployment of the drone, and the first reload, takes 1 turn. Each additional turn reloads two missiles. Recovery of the drone would take a half-turn, but the Ogre might not bother if it were under fire.

PAGE 12

In the box *A Problem of Logistics*, the first sentence of the next-to-last paragraph should read "The Paneuropeans were the first to develop modular transportation."

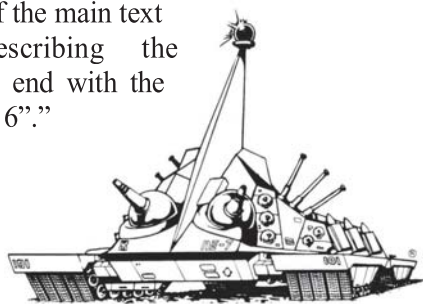
Note that the Vulcan, mentioned in this box, now has full game statistics (see notes for p. 11, above).

PAGE 12

The first sentence of the main text on the page, describing the Doppelsoldner, should end with the phrase "and a move of 6".

PAGE 13

The first sentence of the second paragraph under *Hovertruck* should be: "A hovertruck can carry either two squads of battlesuit infantry or three squads of unarmored militia."



PAGE 14

The defense of the Superheavy Tank should be 5.

PAGE 15

Note that no miniature has ever been produced for the Light Howitzer or any Mobile Command Post. Archaic armor may be represented by 1/285 or 1/300 models of late 20th- or early 21st-century units.

PAGE 15

A new unit, the Light Artillery Drone, was released in 2002 as part of *Ogre Miniatures* Combine Set 10. Below are presented the rules as published in that set, and a proposed revision. The forum comment thread for this issue is titled *Ogre Minis Revision Issue: LADs*, and is located at forums.sjgames.com/showthread.php?t=36818.

ORIGINAL RULES

The LAD is worth 6 points. It has Attack 3, Range 16", Defense 1, and Movement 0. It is an unmanned unit and ignores "D" results on the CRT. If it is not set up within 10" of a CP, its Attack is reduced to 2 and its Range is halved to 8".

The LAD can be transported in pallet form by a truck or hovertruck and set up by a squad of Engineers, as follows:

Turn 1: Transport and Engineers must spend the entire turn within 1" of each other. Neither may move or attack.

Turn 2: The LAD pallet has been unloaded. The transport unit may move or attack. The Engineers may not move or attack.

Turn 3: The LAD has been set up. Replace the pallet miniature with the regular LAD. It may be targeted, but may not attack. The Engineers may move and/or attack.

Turn 4: The LAD is online and may attack.

The LAD is considered a Size 1 unit when set up. When palletized, it can ride a Size 1 truck or hovertruck as cargo.

PROPOSED REVISED RULES

The LAD is worth 6 points. It has Attack 3, Range 16", Defense 1, and Movement 0. It is considered a Size 1 unit when set up. However, it can be broken down into a single cargo pallet for transport by a truck or hovertruck, and set up quickly:

Turn 1: Unloading. It is assumed the truck has its own unloading capability. All the truck needs to do is remain in one place for a turn. Place the LAD pallet beside the truck.

Turn 2: The LAD unpacks itself, sets itself up, and runs diagnostics. Replace the pallet miniature with the regular LAD miniature. It may be targeted, but may not attack. The unit which transported it may move away normally.

Turn 3: The LAD can fire.

A LAD cannot repack itself without help. It takes a squad of Engineers three turns to repalletize a LAD, and one further turn to load it onto a truck. Rarely is it worthwhile to move a LAD under combat conditions.

Palletized LADs can also be placed as part of a defensive setup. Small, stealth-coated, and powered down, they are very hard to detect. The defender will not detect a palletized LAD until it starts to set up, or until one of his units comes within 6”.

The LAD is considered a Size 1 unit when set up. When palletized, it can ride a Size 1 truck or hovertruck as cargo. If a LAD must be moved to terrain which regular cargo haulers cannot reach, a squad of engineers can move a LAD pallet one hex every other turn.

PAGE 16

The move of the Truck should be given as 8” rather than 4”.

PAGE 17

After the first paragraph, add:

“The Heavy Weapons Team missile attack replaces its regular attack for a single turn. The HWT missile may *not* be fired while the team is mounted on a vehicle.

If the Heavy Weapons Team is involved in an overrun, it may use its missile on the first fire round. This attack is *not* doubled. It fights as regular infantry, with the normal doubled strength of regular infantry, in following fire rounds.”

PAGE 17

In the Size Table, a Size 6 unit such as the Ogre Mark II should require 15 INF to move.

PAGE 18

Please note that the advertiser on this page, Ral Partha, no longer exists. All the units listed here except the Paneuropean Missile Crawler are available from Warehouse 23 (www.warehouse23.com). We did not receive a complete master for the Missile Crawler when we bought the minis line back, and it has never been resculpted. Someday . . .

PAGE 19

The Ogre Mark III record sheet shows 48 tread units. It should be 45. Remove one tread unit each from the second, fourth, and last rows of circles.

PAGE 22

The first full paragraph on the page ends “see below.” It should end “see p. 25.”

PAGE 23

The caption refers to two experimental Laser Tower models, but one was cropped out of the picture . . .

PAGE 25

Add a new third paragraph to *Point Defense Installations*:

“Large structures, which have Structure Points rather than a Defense Strength, may have up to two Point Defense installations. Each one adds 10 Structure Points to the building’s total.”

PAGE 25

Add a new box:

SECRET BUILDING STATS

When using miniature buildings which may have different defense numbers or structure points in different games, you can put a sticker on the bottom showing the value for the current game. Depending on the scenario, the attacker may be allowed to see the sticker after he attacks the building – or perhaps only the referee and the owning player can look, and the attacker must draw his own conclusions after seeing the results of his fire.

PAGE 25

The advertiser on this page, DCP, is no longer producing these structures. They were closed for years, but as of late 2007, Darell Phillips announced that he was getting back into the business, which is great news for minis fans. The DCP site is at www.detailedcastingproducts.com. All these resin buildings are out of production, but they might return!

The Combine and Paneuropean command posts and the Laser Turret are currently available, in metal, from Warehouse 23 (www.warehouse23.com). The other units can be represented by SF buildings from other manufacturers, or scratchbuilt.

PAGE 26

Add a new second paragraph:

“Each unit has a Movement Mode which governs how its movement is affected by terrain. In general, roads help movement, and almost everything else interferes with it – but certain movement modes allow a unit to ignore certain types of terrain. See p. 45.”

PAGE 26

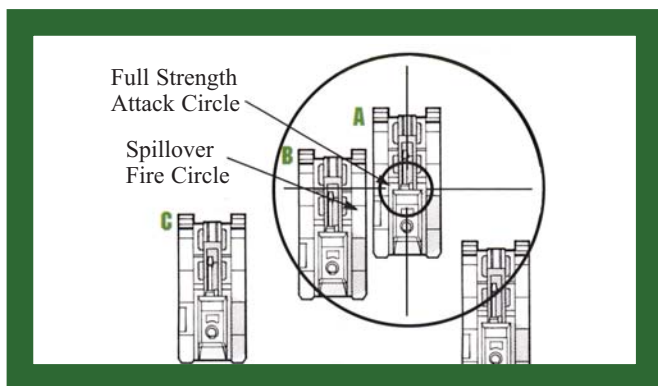
At the end of the third paragraph under *Infantry Riding Tanks*, add “Infantry units riding outside vehicles automatically dismount for an overrun attack, whether they are attacking or defending. Infantry units within hovertrucks, trucks, or similar vehicles do not dismount and are lost if the vehicle is lost.”

PAGE 28

The last sentence of Infantry Inside Structures should end “. . . so its Defense Strength is doubled.”

PAGE 33

The second sentence under *Spillover Fire* should read “For instance, a Missile Tank attacks with a strength of 3.”



PAGE 33

A clarification under *Friendly Fire Isn't*: The 6” is measured from the firing unit to the *friendly* unit in question, not to the target unit.

Also, if a friendly unit within 6” that is firing on the target unit, it is assumed to be spotting for any friendly units firing from beyond 6”, and no friendly units within the spillover area will be attacked.

PAGE 33

The fourth sentence under *Overrun Attacks* should end “. . . place its crosshairs on the center of the defending unit to see whether an attacking unit has come too close.”

PAGE 34

The first sentence under *Attack Strength in Overruns* should begin “Attack strengths of infantry units, lasers, and Ogre weapon systems are doubled in overrun attacks . . .”

PAGE 34

In *Ogres In Overrun Combat*, the first sentence of the second paragraph should read “If an Ogre loses all its *effective* weaponry during overrun combat, it is removed from the combat after two further enemy fire rounds.” If the Ogre is fighting against infantry, and has legal targets for its AP, then its overrun combat lasts two rounds after the Ogre is literally weaponless. But if there are no legal targets for the AP, its overrun combat ends two rounds after the Ogre’s larger weapons are destroyed. In either case, overrun combat allows only two fire rounds in which the Ogre cannot fire back.

PAGE 35

The first (incomplete) sentence on the page should end “. . . loses 3 of its own tread units.”

PAGE 35

When ramming units smaller than a Superheavy Tank, Ogres lose no tread units. This is a difference from the original *Ogre* boardgame, in which there is no overrun combat.

PAGE 35

Add a new sentence to the end of the first paragraph of *Resuming Play After Overrun*: “Infantry units may not remount after an overrun; they end the turn where the overrun occurred.”

PAGE 35

In the second paragraph of *Resuming Play After Overrun*, “any attacker with at least 2” of movement remaining” refers only to units that participated in the original overrun. They are, in effect, hanging around and taking more shots at the helpless target.

PAGE 36

Change the third paragraph of *Laser Line of Sight* to: “The fire from a regular battlefield laser is blocked by forest, swamp, town, or the rubble remains of any of those. It cannot attack any unit in such terrain, or trace its line of fire through such terrain. Laser fire is entirely blocked by higher terrain; the laser cannot fire through a hill. Small craters are ‘rubble’ to units, but do not interfere with LLOS.”

PAGE 37

The section titled *Attacks Against Structures* should be titled *Attacks Against Large Structures*. Its subsections should be similarly renamed.

PAGE 37

In the last paragraph of *Overrun Attacks Against Structures*, change “as described above” to “as described on p. 35.”

PAGE 41

Add the following paragraph to *Forests*, under the *Infantry* paragraph:

STRUCTURES:

If a structure has Structure Points, halve the strength of all attacks against it (except rams and overruns) when the structure is in a forest. Smaller structures get no benefit from forests.

PAGE 43

The last sentence under the main heading *Rubble* should read “A militia unit in rubble, whatever its size, has a defense of 2.”

PAGE 44

Add the following under *Craters*:

Crater Rims. These completely surround a crater, but a battlefield may be scarred by old crater walls that no longer form complete craters and are no longer full of radioactive lava.

A crater rim may be crossed by Ogres and infantry. Units behind crater rims are behind hard cover, but only a unit that can climb a crater rim can claim a hull-down position beneath its lip.

The area of uncrossable slope around the crater or crater rim must be carefully defined.

Slopes. A slope represents a steep decline, possibly with loose rock or gravel. Units may cross a slope in the downward direction, but only Ogres or INF may go cross-wise or upward. Thus, a slope is like a crater rim, but from one side only.

The area and direction of uncrossable slope must be carefully defined.

PAGE 45

Add the following paragraph to *Towns*, under the *Infantry* paragraph: “*Structures.* Any structure with a

defense strength has that strength doubled in a town. If a structure has Structure Points, halve the strength of all attacks against it (except rams and overruns) when the structure is in a town or forest.”

PAGE 46

Please note that the advertiser on this page, Geo-Hex, no longer exists. Do you detect an unfortunate trend? Noble Knight Games, at www.nobleknight.com, offers some Geo-Hex products for sale, but, as far as we know, not the foam terrain pieces that we liked so much.

PAGE 47

The third sentence under *INF* should read: “Their movement is not affected by swamp, forest, and towns.”

PAGE 48

Add a new second paragraph to *Minefields*:

“Ordinary mines do not affect friendly units.”

PAGE 48

Add a new last paragraph to *Clearing Minefields*:

“Minefields cannot be cleared simply by running units into them.”

PAGE 48

Add a new subsection after *Clearing Minefields*:

UNDERWATER MINES

Mines can be laid in water. In shallow water (a lake or river), they would be triggered by any enemy unit passing above them. On the ocean bottom, only an Ogre or large ship would set them off. Effects of mines in water, and rules for detection and removal, are the same as for regular mines . . . except that only a Marine Engineer unit can clear mines in the water.

PAGE 48

Add a new section at the end of *Mines*:

OTHER TYPES OF MINES

Cheap mines will ignore friendly units . . . most of the time. These cost only half as much as regular mines, and explode with the same effects. However, each friendly unit rolls two dice when it passes through the minefield. A mine is triggered on a roll of 9 or more for Ogres, 10 or more for armor units, and 12 for battlesuited infantry. Militia do not trigger mines.

Compromised minefields are those whose precise type and location is known to the enemy. A defender can take a compromised minefield for half price, but must tell the enemy exactly where its borders are, and mark them clearly on the map, before the enemy even chooses his forces. Effects are normal.

Dumb mines treat all units as hostile. These can be bought, in a defending setup, for 1/3 the cost of regular mines. Or the referee may include dumb mines in a scenario, possibly as an unexpected leftover from a previous battle . . .

Yes, this means that you can take six square inches of dumb, compromised mines for only 1 point. Remember . . . the enemy knows about it, and may find a way to use it against you! And, for balance, the referee should not allow objectives to be set up on the edge of the map and ringed with huge minefields. The referee can always limit the total number of square inches that can be mined, or make any other ruling necessary to avoid abuse.

A referee may also set up interesting special effects. For instance, suppose the defenders start out with minefields. To their chagrin, though, the attackers seem to be immune to the mines. They have an IFF code that lets them ignore the defender's minefields . . . but they also know that their stolen code will expire shortly after the engagement begins. A few turns into the game, mines will once again affect them. And perhaps they don't actually know exactly *where* those minefields are . . .

PAGE 49

In the *Sensor Nets* optional rule, each extra radar dish should cost an additional 5% of setup points.

Note that Sensor Nets, as described, are of no benefit in flat terrain. The hillier the terrain, the more worthwhile they are. Sensor setups with more dramatic effects, such as bonuses to all attacks, are possible. Experiment.

PAGE 49

Add a new optional rule:

PARTIAL DAMAGE FOR SUPERHEAVIES

A Superheavy Tank may be considered a small manned Ogre, with its own record sheet. In that case, it is only destroyed outright by an XX result or a ram by a Size 9 unit. *This makes SHVY units considerably tougher. Increase their cost to 18 points.*

D results have their normal effect, but a second D has no further result; D results don't combine into an X.



SHVY RECORD SHEET

2 Cannons (Attack 6, Range 6", Defense 5)

○ ○

2 Antipersonnel (Attack 2, Range 2", Defense 1)

○ ○

24 Tread Units: Movement starts at 6"

○○○○ (Movement drops to 5")

○○○○ (Movement drops to 4")

○○○○ (Movement drops to 3")

○○○○ (Movement drops to 2")

○○○○ (Movement drops to 1")

○○○○ (Movement drops to 0)

On any X result, roll one die:

1, 2 – One gun is lost. Unit is disabled. If both guns were already gone, unit is destroyed.

3 – Tread damage. Roll 2 dice and mark off that many treads. Unit is disabled.

4 – Major tread damage. Roll 4 dice and mark off that many treads. Unit is disabled.

5 – Mobility kill; mark off all treads. Unit is disabled.

6 – Unit is destroyed, per normal X result.

Tread units are also marked off if the SHVY falls (see the *Falling Damage* table), rams a building or Size 5+ unit, or is rammed by a Size 5+ unit. It is treated as a Mark I for ramming purposes.

PAGE 58

At the end of the *Victory Points* section of *Raid*, add "Both sides also get standard VP for destroyed enemy units. If an Ogre escapes from the map, the enemy scores points for damaged weapons and tread units."

PAGE 64: INDEX

Update the index as follows to correct errors and omissions and add pointers to significant new material:

Drones, *Vulcan*, 68-69; *LAD*, 70-71; *Mark VII Reload*, 70.

Light Artillery Drone, 70-71.

Mines and minefields, 48, 73-74.

Mining structures, 37.

Ogre Mark VI, 67.

Ogre Mark VII, 69-70.

Ramming, 34-35, 37.

Size, 8, 17.

Superheavy tank, 14, 35, 70, 74; *ramming*, 37.

Victory points, 8, 56.

Vulcan, 67-69.

REFERENCE CARD

The errata listed below have been corrected on the Version 1.1 card, to make it useful as is.

On the *Ogre Weapons* chart, the defense value of a Main Battery should be 4. The defense value of a Secondary Battery should be 3.

On the *Unit Table*, Militia should have an attack range of 2" and a Move of 1". A GEV-PC is worth 6 points. A Superheavy has a defense of 5.

FREQUENTLY ASKED QUESTIONS

*What happened to the rule from the original **Ogre** about Ogres losing treads when they ram armor units?*

That is replaced, in these more complex miniatures rules, by overrun attacks. Instead of automatic damage to the Ogres' treads, the victim gets one last chance to hit the Ogre with its weapon. Ogre treads are really too tough to be damaged by running over little tanks!

If a unit survives making an overrun attack, may it enter another overrun attack on the same turn?

Yes. In this type of warfare, an actual overrun will be over within a quarter-minute. Many last only seconds. If a unit survives an overrun, it has not spent any significant time or movement, and may continue on its way and/or

initiate another overrun attack. But note that infantry, which automatically dismounts from GEV-PCs or tanks when an overrun starts, may not mount up again on the same turn; it ends the turn where the overrun occurred.

*The original **Ogre** game gives the Mark III 45 tread units. **Ogre Miniatures** says 48. The card with Combine Set 2 went back to 45. What gives?*

We made a mistake in *Ogre Miniatures*, that's what gives. The Ogre Mark III should have 45 tread units. The III-B should have 48.

If Ogres can ignore spillover fire, why not put all your Ogres together and create an unstoppable monster force?

In a scenario where you have local fire superiority anyway, or where you are on the offense and just need to hit a target and run home, that can work.

Otherwise, your fire umbrella is very limited in size, giving the enemy control of most of the battlefield. He doesn't have to stop your monster force – he can flow around it.

If your enemy sees that your tactics depend on keeping your Ogres together, he can (for instance) make a sacrificial attack to slow one Ogre. Then you must either leave it behind, or slow the whole group's movement, allowing opposing forces more time to gather.

In the "real world," a close concentration of Ogres would be a target that would justify the expenditure of a lot of *big* nukes.



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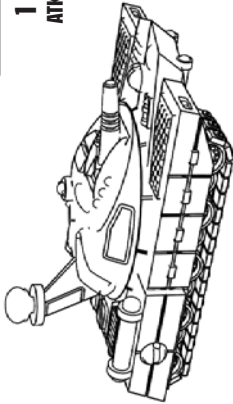
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COMBINE OGRES

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OGRE MK. I



1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

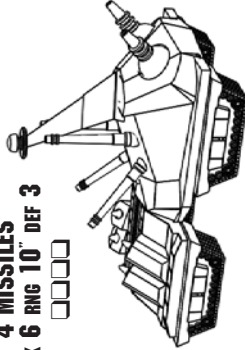
MOVEMENT
STARTS AT 6"
5"
4"
3"
2"
1"
0

4 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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4 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

4 MISSILES
ATK 6 RNG 10" DEF 3



MOVEMENT
STARTS AT 6"
5"
4"
3"
2"
1"
0

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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OGRE MK. III-B

2 MAIN BATTERY
ATK 4 RNG 6" DEF 4

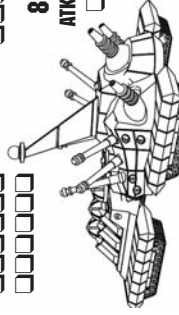
MOVEMENT
STARTS AT 6"
5"
4"
3"
2"
1"
0

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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3 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

12 INT. MISSILES
ATK 6 RNG 10" DEF 4



8 EXT. MISSILES
ATK 6 RNG 10" DEF 3

MOVEMENT
STARTS AT 6"
5"
4"
3"
2"
1"
0

16 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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OGRE MK. VI

OGRE MK. II

1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

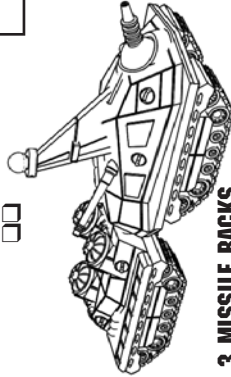
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5"
4"
3"
2"
1"
0

6 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

3 MISSILE RACKS
DEF 4



15 MISSILES
ATK 6 RNG 10" DEF 4

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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OGRE MK. IV

1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

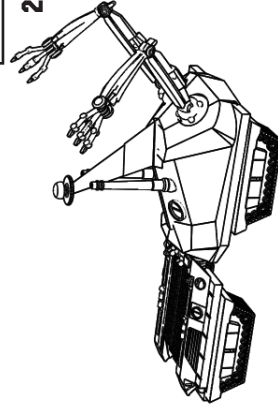
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7"
6"
5"
4"
3"
2"
1"
0

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

2 MANIPULATOR ARMS
DEF 2



MOVEMENT
STARTS AT 8"
7"
6"
5"
4"
3"
2"
1"
0

6 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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OGRE VULCAN

OGRE MK. III

1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

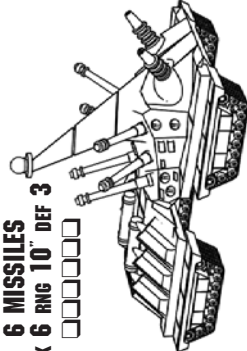
MOVEMENT
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5"
4"
3"
2"
1"
0

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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6 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

6 MISSILES
ATK 6 RNG 10" DEF 3



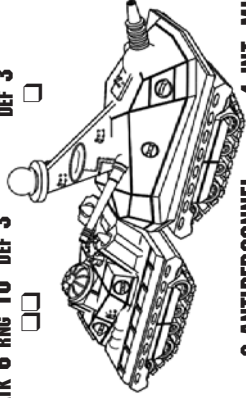
MOVEMENT
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5"
4"
3"
2"
1"
0

12 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

2 EXT. MISSILES
ATK 6 RNG 10" DEF 3

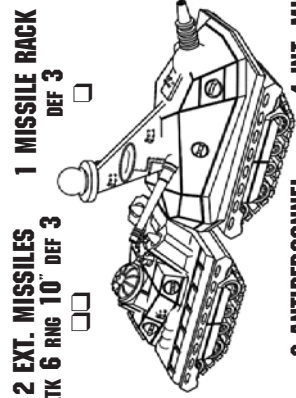


MOVEMENT
STARTS AT 8"
7"
6"
5"
4"
3"
2"
1"
0

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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OGRE NINJA



2 MAIN BATTERY
ATK 4 RNG 6" DEF 4

MOVEMENT
STARTS AT 6"
5"
4"
3"
2"
1"
0

12 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

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2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

1 MISSILE RACK
DEF 3

1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

MOVEMENT
STARTS AT 8"
7"
6"
5"
4"
3"
2"
1"
0

4 INT. MISSILES
ATK 6 RNG 10" DEF 1

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FENCER

2 SECONDARY BATTERY

ATK 3 RING 4" DEF 3

4 MISSILE RACKS

DEF 4

20 MISSILES

ATK 6 RING 10"

MOVEMENT STARTS AT 5"

8 ANTIPERSONNEL

ATK 1 RING 2" DEF 1

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FENCER-B

2 MAIN BATTERY ATK 4 RING 6 DEF 4	□ □		MOVEMENT STARTS AT 6"	5" 4" 3" 2" 1" 0
			☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

4 MISSILE RACKS DEF 4	□ □ □ □		8 ANTIPERSONNEL ATK 1 RING 2" DEF 1	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
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DOPPELSOLDNER

8 SECONDARY BATTERY

ATK	3	RNG	4"	DEF	3
	☐	☐	☐	☐	☐

20 MISSILES

ATK	6	RNG	10"
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐
☐	☐	☐	☐



3 MISSILE RACKS

DEF	4	☐	☐
-----	---	--------------------------	--------------------------

2 MAIN BATTERY

ATK	4	RNG	6"	DEF	4
			☐	☐	

12 ANTIPERSONNEL

ATK	1	RNG	2"	DEF	1
☐	☐	☐	☐	☐	☐
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☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐

MOVEMENT

STARTS AT	6"	5"	4"	3"	2"	1"	0
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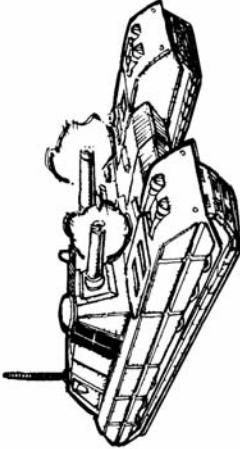
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SUPERHEAVY TANKS AND COMMON LINE-OF-BATTLE OGRES

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2 CANNONS
ATK 6 RNG 6 DEF 5



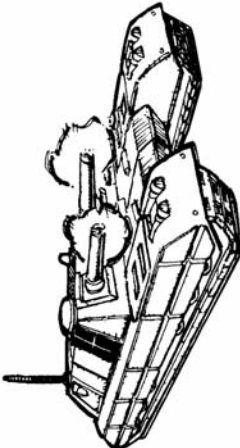
2 ANTIPERSONNEL
ATK 2 RNG 2 DEF 1

MOVEMENT
STARTS AT 6

5 4 3 2 1 0

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2 CANNONS
ATK 6 RNG 6 DEF 5



2 ANTIPERSONNEL
ATK 2 RNG 2 DEF 1

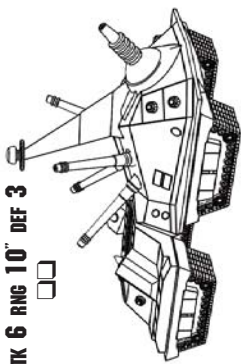
MOVEMENT
STARTS AT 6

5 4 3 2 1 0

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4 SECONDARY BATTERY
ATK 3 RNG 4 DEF 3

2 MISSILES
ATK 6 RNG 10 DEF 3



1 MAIN BATTERY
ATK 4 RNG 6 DEF 4

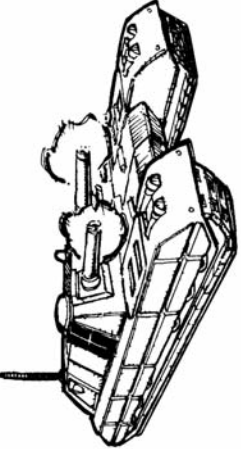
8 ANTIPERSONNEL
ATK 1 RNG 2 DEF 1

MOVEMENT
STARTS AT 6

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2 CANNONS
ATK 6 RNG 6 DEF 5



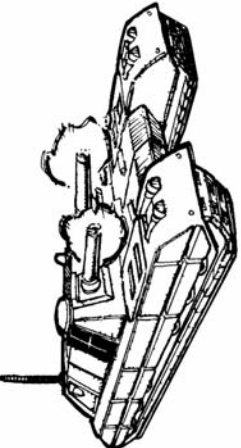
2 ANTIPERSONNEL
ATK 2 RNG 2 DEF 1

MOVEMENT
STARTS AT 6

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2 CANNONS
ATK 6 RNG 6 DEF 5



2 ANTIPERSONNEL
ATK 2 RNG 2 DEF 1

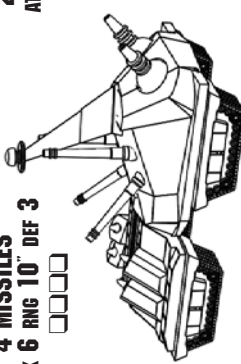
MOVEMENT
STARTS AT 6

5 4 3 2 1 0

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4 SECONDARY BATTERY
ATK 3 RNG 4 DEF 3

4 MISSILES
ATK 6 RNG 10 DEF 3



2 MAIN BATTERY
ATK 4 RNG 6 DEF 4

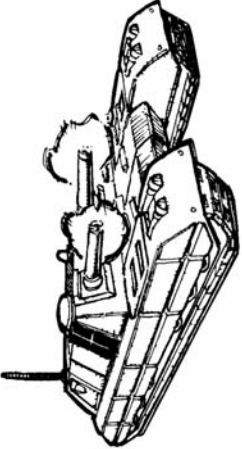
8 ANTIPERSONNEL
ATK 1 RNG 2 DEF 1

MOVEMENT
STARTS AT 6

5 4 3 2 1 0

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2 CANNONS
ATK 6 RNG 6 DEF 5



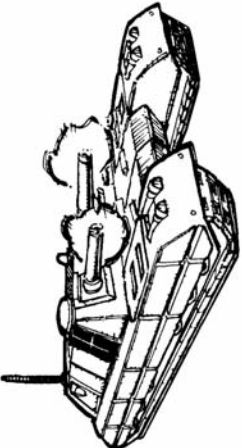
2 ANTIPERSONNEL
ATK 2 RNG 2 DEF 1

MOVEMENT
STARTS AT 6

5 4 3 2 1 0

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2 CANNONS
ATK 6 RNG 6 DEF 5



2 ANTIPERSONNEL
ATK 2 RNG 2 DEF 1

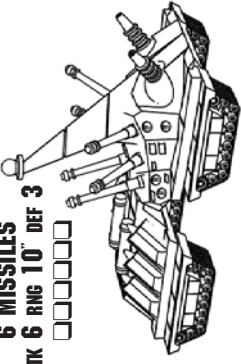
MOVEMENT
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5 4 3 2 1 0

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6 SECONDARY BATTERY
ATK 3 RNG 4 DEF 3

6 MISSILES
ATK 6 RNG 10 DEF 3



2 MAIN BATTERY
ATK 4 RNG 6 DEF 4

12 ANTIPERSONNEL
ATK 1 RNG 2 DEF 1

MOVEMENT
STARTS AT 6

5 4 3 2 1 0

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